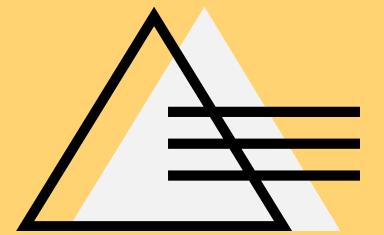


PORTFOLIO

Emre Erkan

Introducing **ABOUT ME**

I'm 26 years old and a new graduate computer engineer. I'm a gamer, I have been interested in game developing for 2 years and I want to set my path in this industry. I'm mostly into game and level designing, I enjoy finding undiscovered ideas and I wish to make people experience something new.

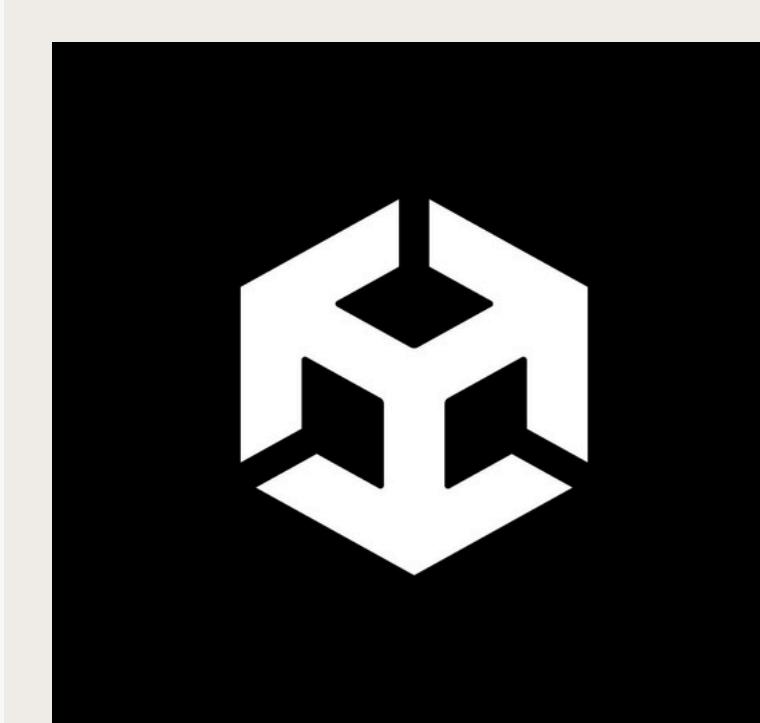


Emre Erkan
Game Designer
Level Designer

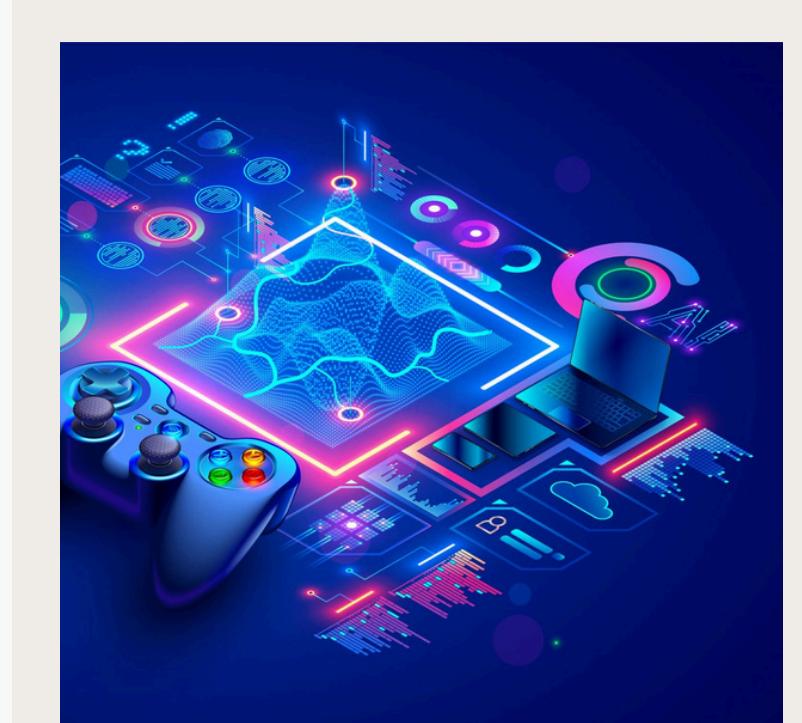
PERSONAL SKILLS



Unreal Engine



Unity



Game/Level Design



Creativity

EXPERIENCE



I worked in Funverse Games for 6 months as a game developer intern. I designed and developed a game by myself.



I've worked in teams within Game Factory as game designer. I'm currently in a team named Sionadel Games.



I've trained myself on Unity and worked on personal projects when I started learning about game developing. I've designed games and levels for games.

EDUCATION

2017 - 2022
Computer Engineering

Kutahya Dumlupinar University

LANGUAGE

Advanced in English
88.75 score in YDS

Project

PORTFOLIO

I have worked on both Unity and Unreal Engine on different projects. I'm recently working on Unity in Sionadel Games.

Projects are on my GitHub:

<https://github.com/emre0erkan>

Arena (UE4)

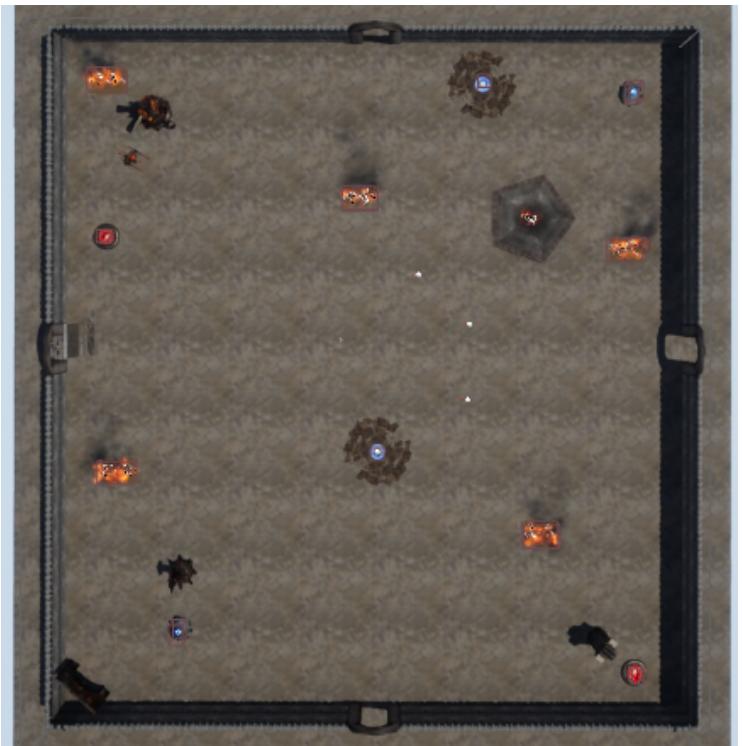
The game I developed for internship. Used Unreal Engine, Blueprints and Gameplay Ability System.

Mutant Slayer (Unity)

Mutant Slayer is a game we developed as Sionadel Games. I am the game/concept designer and level designer in this game.

Game Design Documents

I have created several GDD's, some of them can be found in my GitHub.



ARENA

Made in Unreal Engine 4

The project I made for internship. Used Unreal Engine 4 and blueprints. I made everything other than modelling and VFX.



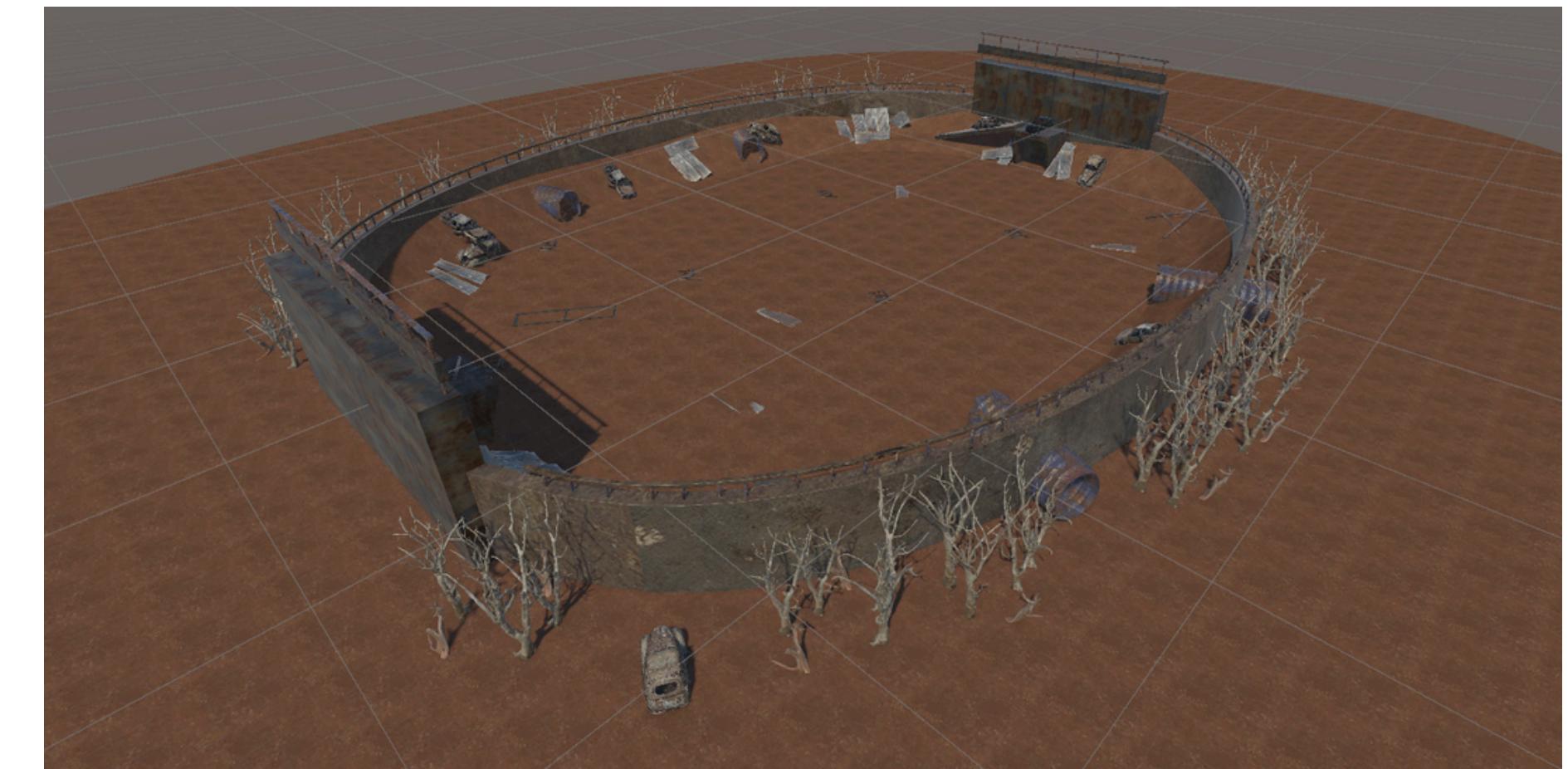
MUTANT SLAYER

Made in Unity

I worked as game designer for this action roguelike PC game. I designed the world, story, gameplay, mechanics and I helped with level design.



In game view.



This is an arena in junk yard, made for fighting wasteland mutants. Made for isometric view. (Early level of developing)



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THANK YOU FOR YOUR TIME

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